



THE SAVANT

HOMEBREW

A Brilliant New Class for the World's Greatest Roleplaying Game

THE SAVANT

An elf cleaned her glasses with the corner of her cloak as the dust settled. The emperor had paid her a large sum to locate this forgotten place, and after months of pouring over ancient maps, she had pieced together the one-lost location of the primeval temple. Now, she had a decision to make. If she reported the location of the temple to her benefactor, it would be ruthlessly stripped of valuables. But, if she kept the location to herself, she could preserve the ancient knowledge contained within. For a savant, knowledge is more precious than any sum of gold.

An aging human warrior silently assessed the soldiers under his command. They were exhausted and almost out of supplies. It was the tenth night of a brutal siege, and the graying commander knew that no reinforcements were coming to their rescue. He was too old to be of much use in battle, but if his soldiers followed his orders without any hesitation, they might have a chance of survival. He stood up, and for what could very well be his final time, drew his weathered sword from its scabbard.

A young dwarf bent over his unconscious comrade in the midst of battle, his hands shook as he examined his brother's wounds. His clan had spent a small fortune sending him to study at the finest university in the land. All the hours spent in lectures and libraries, all for this moment. He thought back to his lessons and began to dress his brother's wounds.

The characters described above are just some examples of the adventuring intellectuals known as savants. Armed with only their wit, they aid their allies and outwit their enemies.

MAGNIFICENT MINDS

There are many wonderfully intelligent people in the world, but few are true savants. Born with the innate desire to learn anything they can, and the potential for genius-level intellect, savants spend their lives learning anything that those around them are willing to teach. Often recognizable at an early age, a savant's unquenchable hunger for knowledge draws them to the great libraries, universities, and other places of higher learning. They are willing to go to any lengths to unlock the secrets of the world, often turning to lives of adventure. For a savant, no price is too steep for the promise of discovery.

INTENSE FOCUS

Savants are hyper-focused on their chosen area of study and often become obsessed with learning all they can about their specialty. In their quest for discovery, savants are willing to set aside any conviction, political, religious, or otherwise, to acquire the information they seek. To them, their desire for knowledge is more important than loyalty to any ideology.

Often at great personal cost, savants will not stop their research until they have made a revolutionary discovery in their area of study. It is not unusual to encounter one such scholar far from the safety of a university and its libraries.



CREATING YOUR SAVANT

When creating a savant, you should consider their upbringing and level of formal education. Were they the star pupil at the finest university gold could buy? Or, were they a child of the streets, fighting for every scrap of knowledge that they could get their hands on? Maybe their mind was trained from birth to be the perfect analytical tool for a noble house or family.

Also, consider why your savant would rely on only their intellect rather than use their gifts in pursuit of the arcane or in the service of a higher power. Are they cursed to never be able to produce even the most mundane spell? Or, have they sworn never to rely on the magic that destroyed their family?

Finally, why did your savant become an adventurer rather than live the life of an academic? Have they advanced beyond normal study and look forward to the endless discoveries of adventure? Or, have they always been a student of the world?

MULTICLASSING AND THE SAVANT

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the savant class.

Ability Score Minimum. As a multiclass character, you must have a minimum Intelligence score of 13 in order to take your first level savant, or to take a level in another class if you are already a savant.

Proficiencies Gained. If savant isn't your initial class, here are the proficiencies you gain when you take your first savant level: light armor, one skill of your choice from the savant skill list, and one set of artisan's tools of your choice.



CLASS FEATURES

As a savant, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per savant level.

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per savant level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, light crossbows, shortswords

Tools: One set of tools of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Persuasion, or Religion

STARTING EQUIPMENT

As a savant, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon of your choice or (b) a shortsword.
- (a) a light crossbow and 20 bolts or (b) two daggers.
- one set of tools, leather armor, and a scholar's pack.

QUICK BUILD

You can make a savant quickly by using these suggestions. First, make Intelligence your highest ability score, followed by your Dexterity. Second, take the noble background.

ADROIT ANALYSIS

You rapidly analyze your foes. Beginning at 1st level, you can use a bonus action on your turn to analyze one creature you can see within 60 feet, designating it your Mark. For as long as you maintain concentration on your mark, as if you were concentrating on a spell, you gain the following benefits:

- When you hit your Mark with an attack or observe it for 1 minute, you learn one of the following characteristics of your choice: its highest ability score, lowest ability score, Armor Class, speed, maximum hit points, or creature type.
- You can use Intelligence, in place of Strength or Dexterity, for weapon attack and damage rolls against your Mark
- You have advantage on Intelligence and Wisdom ability checks to analyze or recall information about your Mark

The creature remains your Mark indefinitely. Your Mark ends early if you lose concentration, you cannot see or hear it, if you designate another Mark, or you are incapacitated.

PERFECT RECALL

You can recall picture-perfect details from things you commit to memory. Starting at 1st level, if you spend at least 1 minute observing something, you can recall any information about it, at any point in the future, without requiring an ability check.

PREDICTIVE DEFENSE

Beginning at 1st level, you can use your Intelligence modifier in place of Dexterity when calculating your Armor Class.

Also, when your Mark targets you with an attack, you can use your reaction to impose disadvantage on its attack roll, and any other attack rolls it makes against you on that turn.

THE SAVANT

Level	PB	Features	Scholarly Pursuits
1st	+2	Adroit Analysis, Perfect Recall, Predictive Defense	—
2nd	+2	Scholarly Pursuits, Wondrous Intellect (d6)	1
3rd	+2	Academic Discipline	1
4th	+2	Ability Score Improvement	2
5th	+3	Accelerated Reflexes (2), Quick Study, Wondrous Intellect (d8)	2
6th	+3	Academic Discipline feature	2
7th	+3	Keen Awareness	2
8th	+3	Ability Score Improvement	3
9th	+4	Flash of Brilliance	3
10th	+4	Predictive Expert, Wondrous Intellect (d10)	3
11th	+4	Potent Observation	3
12th	+4	Ability Score Improvement	4
13th	+5	Academic Discipline feature	4
14th	+5	Unyielding Will	4
15th	+5	Wondrous Intellect (d12)	4
16th	+5	Ability Score Improvement	5
17th	+6	Academic Discipline feature, Accelerated Reflexes (3)	5
18th	+6	Profound Insight	5
19th	+6	Ability Score Improvement	5
20th	+6	Undisputed Genius	5

SCHOLARLY PURSUITS

Never satisfied with what you know you are always looking to expand your horizons. At 2nd level, you master one Scholarly Pursuit of your choice from the list at end of this class.

When you reach certain levels in this class, you master additional Scholarly Pursuits of your choice, as indicated in the Scholarly Pursuits column of the Savant table above.

WONDROUS INTELLECT

Your mind is capable of wondrous bursts of knowledge and insight. Starting at 2nd level, whenever you make an ability check or saving throw that uses Intelligence or Wisdom, or when you make a damage roll against your Mark, you gain a bonus to the roll equal to your Intellect Die, which is a d6.

Moreover, when a creature that can see or hear you hits your Mark with an attack, you can use your reaction to grant it a bonus to its damage roll equal to your Intellect Die.

At certain savant levels, your Intellect Die increases: at 5th level (d8), at 10th level (d10), and at 15th level (d12).





ACADEMIC DISCIPLINE

At 3rd level, choose your Academic Discipline: Archaeologist, Investigator, Naturalist, Physician, or Tactician, each of which is detailed at the end of this class. Your Discipline grants you features at 3rd level, and again at 6th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ACCELERATED REFLEXES

Your ability to process and react to your surroundings is near supernatural. Beginning at 5th level, you gain a bonus to your initiative rolls equal to your Intelligence modifier. You also gain one additional reaction that you can take each round. A single effect can only trigger one of your reactions.

When you reach 17th level in this class, you gain another reaction you can use each round (for a total of 3 reactions).

QUICK STUDY

You are able to gain a working knowledge of new languages and skills exceptionally fast. At 5th level, you gain proficiency in one skill, set of tools, or weapon of your choice, or you can learn to speak one additional language of your choice.

Over the course of 1 hour, which can be during a short or long rest, you can replace this proficiency or language with another proficiency or language of your choice, so long as you have an example to learn from. Examples include a willing teacher, a book in another language, or a tool set manual.

ADDITIONAL ACADEMIC DISCIPLINES

Looking for more options for your Savant? Support me on [Patreon](#) for access to five exclusive options, including the Occultist, Tinker, and Engineer!

KEEN AWARENESS

You can react to danger at a moment's notice. Starting at 7th level, you cannot be surprised unless you are incapacitated.

Moreover, when you roll initiative you can use a reaction to do one of the following before any other creatures can act:

- Use Adroit Analysis to Mark a creature you can see.
- Make an Intelligence ability check to recall information.
- Take either the Help, Ready, or Search action.

FLASH OF BRILLIANCE

Starting at 9th level, when a creature within 30 feet that can hear you makes an ability check or saving throw, you can use your reaction to shout a snippet of potent advice and grant it a bonus to its roll equal to one roll of your Intellect Die.

PREDICTIVE EXPERT

You are always one step ahead of your foes. Starting at 10th level, so long as you aren't incapacitated, you have advantage on any saving throw your Mark forces you to make, and your Mark has disadvantage on any attack it makes against you.

POTENT OBSERVATION

You are able to identify even the smallest weakness in a foe's defenses and exploit it with ruthless efficiency. Beginning at 11th level, you can use your reaction to add one Intellect Die roll to any damage roll, so long as you can see the target of the attack and the attacker can either see or hear you.

In addition, when you use a reaction to add a roll of your Intellect Die to the damage of an attack against your Mark, you also add your Intelligence modifier to the damage roll.

UNYIELDING WILL

At 14th level, you gain proficiency in Charisma saving throws, and whenever you make a Charisma saving throw you gain a bonus to your roll equal to one roll of your Intellect Die.

Also, when an effect allows you to make an Intelligence, Wisdom, or Charisma saving throw to take half damage, you instead take no damage on a success and half on a failure.



PROFOUND INSIGHT

Your predictive abilities are nearly supernatural. Beginning at 18th level, you can use an action to ask the DM to reveal any actions that your Mark plans to take on its next turn. As long as you maintain concentration on your Mark until the start of its turn, it must do its best to take the actions as previously described, regardless if this feature changed your actions.

Once you use this feature you must finish a short or long rest before you can use it again.

UNDISPUTED GENIUS

At 20th level, you realize your true potential. Your Intelligence score increases by 4, up to a maximum of 24, and when you roll an Intellect Die you roll twice and use the higher result.

ACADEMIC DISCIPLINES

Choose one of the following Academic Disciplines that best represents the genius and skill of your savant: Archaeologist, Investigator, Naturalist, Physician, or Tactician.

ARCHAEOLOGIST

Specializing in the study of forgotten civilizations, uncharted lands, and ancient places, Archaeologists bring the light of knowledge to the dark and deadly places of the world. Doing their best to uncover the wisdom of ages long past, they often tend to feel a sad kinship with the civilizations they study and go to great lengths not to destroy or offend their memory.

STUDENT OF HISTORY

3rd-level Archaeologist feature

You gain proficiency in History and Investigation, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency in another skill from the savant skill list.

Also, if you spend 1 minute examining an object you are holding, you can ascertain its value, its civilization of origin, and its approximate age. If it has any magical properties, you learn of them as if you had cast *identify* targeting the object.

ADVENTURING ACADEMIC

3rd-level Archaeologist feature

The places you explore have honed your instincts and given you insights into ancient items. You gain the benefits below:

- You gain a climbing speed equal to your walking speed.
- You ignore class, race, and alignment requirements for attunement and use of magic items, scrolls, and potions.
- You count as a spellcaster for the purposes of attuning to magic items, using Intelligence as your spellcasting ability.
- When you use your action to Use an Object, scroll, potion, or magic item, you can make one attack as a bonus action.

DARING DETERMINATION

6th-level Archaeologist feature

You are well acquainted with danger. Your Wondrous Intellect bonus applies to Dexterity ability checks and saving throws.

In addition, when you are forced to make a saving throw to resist the effects of a trap, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1). If a trap allows you to take only half damage on a success, you instead take no damage if you succeed, and only half damage if you fail.

Savant
Archaeologist



LORE MASTER

13th-level Archaeologist feature

You constantly study every myth, legend, and folk tale you come across. If you observe a person, place, or object for at least 1 hour, you can mystically recall information about it as if it were the target of a *legend lore* spell.

The target of this feature does not need to be of legendary importance in order for you to gain information. Though, if there is no relevant lore about the target you learn nothing.

Finally, when you use a magic item, its save DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

MASTER ARCHAEOLOGIST

17th-level Archaeologist feature

Your exposure to ancient magics has caused you to develop an innate ward. You gain resistance to damage from spells.

In addition, each time you finish a short rest, you can cause a magic item you are attuned to to regain expended charges equal to your Intelligence modifier (minimum of 1 charge).

INVESTIGATOR

Excelling at unraveling mysteries, conspiracies, and secrets, Investigators possess an uncanny ability to read the intent of others. They often spend their lives working to thwart those who deceive the innocent and take advantage of the common trust. Their considerable minds and eye for the truth stand in the way of thieves, shapeshifters, and corrupt politicians.

STUDENT OF TRUTH

3rd-level Investigator feature

You gain proficiency in Insight and Investigation, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency in another skill from the savant skill list.

Your intuitive nature grants you the following benefits:

- Whenever you would make a Wisdom (Insight) check, you can make an Intelligence (Insight) check instead.
- You have advantage on any ability check you make to detect illusions, shapeshifters, or if a creature is lying.
- You gain a bonus to your Passive Perception equal to your Intelligence modifier (minimum of +1).





ROUGH & TUMBLE

3rd-level Investigator feature

You have learned to fight dirty while fighting shadows in the underbelly of civilization. Your weapon attacks against your Mark score a critical hit on rolls of 19 or 20 on the d20.

Also, once per turn when you hit your Mark with a weapon attack, instead of adding your Intellect Die to the damage roll of the attack, you can force your Mark to make a Constitution saving throw against your Investigator save DC:

$$\text{Investigator save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

On a failure, your Mark is blinded, deafened, or silenced (your choice) for 1 minute. It can repeat the saving throw at the start of each of its turns, ending the effect on a success.

Should you score a critical hit against your Mark and use this feature, it has disadvantage on its initial saving throw.

ASTUTE DEFENSE

6th-level Investigator feature

Your wondrous intuition grants you a heightened sense for danger. When a creature that you can see targets you with a melee attack and misses, you can force it to make a Dexterity saving throw against your Investigator save DC as a reaction.

On a failed save, you can cause the creature to be blinded, deafened, or silenced until the start of your next turn, or if the creature is Large or smaller, you can knock it prone instead.

If you use this reaction against your Mark, it also takes bludgeoning damage equal to your Intellect Die on a failure.

EAR TO THE GROUND

6th-level Investigator feature

Your line of work has granted you a unique familiarity with the underbelly of civilized society. You learn to speak, read, decipher, and write in Thieves' Cant.

Also, once you spend a long rest in a settlement, you have advantage on any ability checks you make to gather information on that settlement and its culture, active factions, or important figures.

Finally, if you spend at least 10 minutes talking with your Mark, you can force it to (unknowingly) make a Wisdom saving throw against your Investigator save DC. On a failed save, your Mark cannot willingly lie to you for the remainder of that conversation.

PEERLESS FOCUS

13th-level Investigator feature

Your gaze uncovers even the most well-hidden secrets and weaknesses. You instantly detect the presence of shapeshifters and illusions, and your weapon attacks against your Mark are a critical hit on rolls of 18-20 on the d20.

In addition, if your Mark fails its saving throw against your Rough & Tumble feature, you can choose for it to be stunned instead of being blinded, deafened, or silenced.

MASTER INVESTIGATOR

17th-level Investigator feature

Your sense for the truth has reached near-supernatural levels. You gain Truesight in a 60-foot radius. Though, your Truesight from this feature cannot see into the Ethereal Plane.

Also, when you, or a creature you can see, hits your Mark with a weapon attack, you can use your reaction to turn that attack into an automatic critical hit.

Once you use this feature to turn a hit into a critical hit, you must finish a short or long rest before you can use it again.

NATURALIST

The Naturalist's classroom begins at the edges of civilization. They study the natural balance of ecosystems and will go to any lengths to maintain that balance. A true Naturalist is a protector of the wild and an expert at predicting the weather, identifying toxic and medicinal plants, and tracking animals.

STUDENT OF NATURE

3rd-level Naturalist feature

You gain proficiency in both Nature and Survival, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency in another skill from the savant skill list.

Your study of nature also grants you the benefits below:

- Whenever you would make a Wisdom (Survival) check, you can make an Intelligence (Survival) check instead.
- Over the course of 1 hour, which can be during a short or long rest, you can study and take notes on the current environment. So long as you have access to these notes, you have advantage on any Intelligence checks you make related to its native flora, fauna, weather, and ecosystems.



SURVIVALIST

3rd-level Naturalist feature

You have the knowledge to thrive in the wild. Over the course of 1 hour, which can be during your short or long rests, you can gather natural material to create one of the following objects: 10 feet of rope, a club, a javelin, 1d4 darts, or a net. To do so, you need a dagger or the appropriate set of tools.

You have also learned to set hidden Snares. As an action, you can use 10 feet of rope or a net to set a hidden Snare in an adjacent and unoccupied 5-foot space. The first creature that moves into the space must succeed on a Dexterity saving throw against your Naturalist save DC or become restrained.

Naturalist save DC = 8 + your proficiency bonus
+ your Intelligence modifier

As an action, a restrained creature can make a Strength saving throw against your Naturalist save DC, escaping on a success. A creature can detect the presence of your hidden Snares by succeeding on an Intelligence (Investigation) or Wisdom (Perception) check against your Naturalist save DC.

ADAPT & OVERCOME

6th-level Naturalist feature

You lead others to survive in the wild. Each time you finish a short or long rest, you, plus a number of creatures that can hear you equal to your Intelligence modifier, gain one of the features below until the end of your next short or long rest:

CONCEALMENT TRAINING

In natural environments, you have advantage on Dexterity (Stealth) checks and move stealthily at a normal pace.

DIVER TRAINING

You gain a swimming speed equal to your walking speed, and you can hold your breath underwater for a total number of minutes equal to your Constitution modifier + the Naturalist's Intelligence modifier.

ENDURANCE TRAINING

You ignore the effects of difficult terrain imposed by natural environments, and you have advantage on and saving throws you make to avoid exhaustion.

MOUNTAINEER TRAINING

You gain a climbing speed equal to your walking speed and reduce any falling damage by an amount equal to your level.

RESILIENCE TRAINING

You have advantage on saving throws to resist the effects of extreme environments, and you gain resistance to one of the following damage types: cold, fire, poison, or thunder.

CALL OF THE WILD

13th-level Naturalist feature

As an action on your turn, you can force one beast, plant, or monstrosity within 30 feet to make a Wisdom saving throw against your Naturalist save DC, so long as it can hear you. On a failure, the creature is charmed by you for 1 hour.

While charmed, this creature is friendly to you and your allies. As a bonus action, you can issue a verbal command to the creature, which it does its best to obey on its next turn. Once the creature completes your command it will defend itself to the best of its ability until you command it again.

Each time the creature takes damage, it can repeat the Wisdom saving throw, ending the charm on a success. If you are within 30 feet of the creature and it can hear you, you can use your reaction to impose disadvantage on its saving throw.

You can only have one creature charmed in this way at a time, and attempting to charm a second creature instantly ends this charm effect for any other creatures.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest. At the end of the duration of this charm effect, you can expend another use of this feature to extend its duration by an additional hour for that creature, (no save required).



MASTER NATURALIST

17th-level Naturalist feature

Your knowledge of the natural world surpasses that of nearly all other scholars. You gain the benefits below:

- When you make an Intelligence check related to an environment that you have studied as part of Student of Nature, you can substitute the d20 roll with your level in this class.
- You are always under the benefits of all six of the Adapt & Overcome features, and at the end of a short or long rest, you can grant one of these benefits to a total number of creatures equal to your savant level.
- Any beast, plant, or monstrosity with a CR that is lower than, or equal to your Intelligence modifier automatically fails its initial saving throw against Call of the Wild, and has disadvantage on all other saving throws to resist this feature.
- The duration of your charm from Call of the Wild increases to 24 hours.

PHYSICIAN

Physicians use their considerable intellect to heal the sick and tend to the wounded. They spend their life studying anatomy and the inner workings of mortal creatures, and use this knowledge to keep their allies in top shape. Using their medical training, they offer aid to those who don't have access to the luxury of divine or arcane healing magic.

STUDENT OF MEDICINE

3rd-level Physician feature

You gain proficiency in Medicine and the herbalism kit, and your proficiency bonus is doubled for any check that uses either proficiency. If you are already proficient in Medicine, you gain proficiency in another skill from the savant list.

Moreover, your studies grant you the following benefits:

- Whenever you would make a Wisdom (Medicine) check, you can make an Intelligence (Medicine) check instead.
- If you spend at least 1 minute examining a creature, you can identify any disease, poison, or curse affecting it.
- Once per turn when you hit your Mark with a weapon attack, you can reduce its speed by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet). This speed reduction lasts until the start of your next turn.

COMBAT MEDIC

3rd-level Physician feature

You can administer aid in the midst of combat. As an action on your turn, you can use any of the following abilities:

ADRENALINE JOLT

A creature you touch can immediately repeat a saving throw to end either the blinded, charmed, deafened, frightened, or poisoned condition, and it gains a bonus to its saving throw equal to your Intelligence modifier (minimum of +1).

DRESS WOUNDS

A creature you touch gains temporary hit points equal to one roll of your Intellect Die. The temporary hit points from this feature cannot exceed the creature's maximum hit points.

HEALING SURGE

A creature you touch can immediately expend one of its Hit Dice to regain a number of hit points equal to its Hit Die roll + its Constitution modifier + your Intelligence modifier.

STABILIZE

You touch a living creature that has 0 hit points, instantly stabilizing it. The creature can then immediately expend one of its Hit Dice to regain a number of hit points equal to the maximum value of that Hit Die + its Constitution modifier.

FIELD DOCTOR

6th-level Physician feature

You have learned to move across the battlefield unscathed. When you use your action to stabilize a creature, restore hit points, or grant temporary hit points, you gain the benefits of the Dodge action until the start of your next turn.

Additionally, when you use a Combat Medic action on your turn, you can make a single weapon attack as a bonus action.

EXPERT MEDIC

13th-level Physician feature

You use your knowledge of medicine to perform wondrous feats. As an action, you can touch a creature and use one of the abilities below. You can use these abilities a combined number of times equal to your Intelligence modifier, and you regain all expended uses when you finish a long rest.

REGENERATION

The creature instantly regains hit points equal to four rolls of your Intellect Die. If the creature has a severed body part, you can reattach it as part of this action.



RESTORATION

You instantly end one of the following conditions currently affecting the target: blinded, charmed, deafened, frightened, paralyzed, poisoned, a reduction to an ability score or its hit point maximum, or you reduce its level of exhaustion by 1.

RESUSCITATION

You instantly return a creature to life that has died within the last minute. You cannot bring back a creature that died of old age, nor can this restore any of the creature's missing parts.

MASTER PHYSICIAN

17th-level Physician feature

Your knowledge of medicine is without peer. Whenever you restore hit points or grant temporary hit points, the target gains the maximum amount of hit points in place of rolling.

Also, any creature that expends a Hit Die while within 30 feet of you treats their Hit Dice as its maximum possible roll.

TACTICIAN

All successful monarchs, conquerors, and revolutions have a master strategist that is responsible for their success in war. Known as Tacticians, these intelligent leaders are always one step ahead of their foes and have a plan for every eventuality. They know the strategies that lead to victory, and those that end in ruin. Alone, a Tactician is no threat, but with powerful allies, they become a force capable of toppling an empire.

STUDENT OF WAR

3rd-level Tactician feature

You gain proficiency in History and Persuasion, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency with another skill of your choice from the savant skill list.

Your training in the art and science of war also grants you the benefits below:

- You gain proficiency with shields and medium armor.
- You master your choice of the Fencing, Marksmanship, or Traditions Scholarly Pursuit, but it doesn't count against your total number of Scholarly Pursuits for your savant level.

TACTICAL COMMANDER

3rd-level Tactician feature

You use your knowledge of warfare to direct your allies on the field of battle. As an action on your turn, you can issue one of the Orders detailed below to a willing creature that can see or hear you within 60 feet. A creature can only benefit from one Order at a time, and you can't issue an Order to yourself.

ATTACK ORDER

The next time the target of this Order takes the Attack action before the start of your next turn, it can make one additional weapon attack as part of its Attack action.

DEFENSIVE ORDER

Until the start of your next turn, the target of this Order gains an Armor Class bonus equal to your Intelligence modifier.

MANEUVERING ORDER

The target of this Order can use its reaction to move up to its full movement speed without provoking opportunity attacks.

STEADFAST ORDER

Until the beginning of your next turn, the target of this Order add your Intelligence modifier to any Strength, Dexterity, and Constitution ability checks and saving throws it makes.

UNWAVERING

6th-level Tactician feature

Your position doesn't allow you to succumb to base instincts. You have advantage on saving throws to resist enchantment spells, and you are immune to the frightened condition.

In addition, when you use your action to issue an Order, you can make one weapon attack as a bonus action.

STRATEGIC GENIUS

13th-level Tactician feature

Your genius allows you to coordinate multiple allies. When you use an action to issue an Order, you can issue the same Order to another willing creature within range.

MASTER TACTICIAN

17th-level Tactician feature

Your Orders inspire heroic action in your allies. When you issue an Order to a creature it gains temporary hit points equal to your Intelligence modifier (minimum of 1).

Also, when you use your action to issue an Order, you can target up to three creatures in range with the same Order.





SCHOLARLY PURSUITS

Listed below are the Scholarly Pursuits available to a savant.

ASTROLOGY

You are a student of star charts and constellations, and can use the movements of celestial bodies to predict the future. During a long rest when you can see the night sky, roll one d20 and record the number you rolled. You can replace any attack roll, saving throw, or ability check you make with this foretelling roll. You must use this feature before you roll.

Your foretelling roll can be used only once. If you do not use this roll before the end of your next long rest it is lost.

FALCONRY

You have spent many months learning to train birds of prey. You gain a Falcon companion which uses the Hawk statblock from the *Player's Handbook*, but it has an Intelligence score of 8. You and your Falcon can communicate simple ideas with each other using simple gestures and sounds. Your Falcon is unwaveringly loyal to you and obeys your commands.

In combat, your Falcon shares your initiative and acts on your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. If you are incapacitated, your Falcon acts on its own.

If your Falcon falls to 0 hit points it makes death saving throws as a player character would. Should your Falcon die, your special skills allow you to track and train another Falcon over the course of an 8 hour period using 5 gp worth of bait.

FENCING

You gain proficiency with long swords, rapiers, and scimitars.

When a creature you can see targets you with a melee attack while you are wielding one of these weapons, you can use your reaction to roll your Intellect Die and add it to your Armor class against the attack. If it misses, you can make one melee weapon attack against it as part of the same reaction.

MARKSMANSHIP

You gain proficiency with all martial ranged weapons. When you make a ranged weapon attack, you can use your Intellect Die in place of the weapon's damage die.

Moreover, if your setting includes firearms, and your savant has been exposed to the inner workings of such devices, they are considered to be proficient with all simple and martial firearms.

MEDITATION

You make time each day to clear your mind and keep it sharp. Whenever you roll an Intellect Die and you roll a 1, you can re-roll the Die until you roll a result greater than 1.

You can master this Scholarly Pursuit up to three times, increasing the number you can re-roll by one each time you do. For example, the second time you do, you can re-roll Intellect Die rolls of 2.

LINGUISTICS

You learn to speak, read, and write a number of languages equal to your Intelligence modifier.

Whenever you make a Charisma (Persuasion) check while speaking to a creature in its native tongue (other than Common) you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

RIDDLES

You have spent a great deal of time pondering and pouring over riddles and rhymes. When you speak, you can choose to speak in Riddles. When you do so, you appear to be speaking normally, but there are hidden messages laced in your words.

Over a period of 1 hour, which can be during the course of a short or long rest, you can teach a creature to understand your Riddles. A creature with an Intelligence of 13 or higher that understands your Riddles can respond to you in Riddles.

SECRETS & WHISPERS

You have a way of finding out news and gathering rumors, even from distant lands. Each time you finish a long rest in a city, town, or settlement, you learn of a one important event that has taken place within the past week.

Moreover, when you spend a long rest in a town, city, or settlement, you can spend 5 gp to gather news and rumors, including knowledge of secret events, related to that town.

For example, you may learn of a conversation between conspirators or the location of a thieves' guild meeting.

SKILL MASTERY

You have spent significant time and effort honing a specific skill. Choose one skill or tool that you are proficient with. Whenever you make an ability check with that proficiency, you can treat a roll of 7 or lower on the d20 as an 8.

You can master this Scholarly Pursuit more than once, but you must choose a different proficiency each time.

TRADITIONS

You are a student of culture, politics, and traditions. When you make an Intelligence (History) check related to a local custom, culture, or tradition, you have advantage on the roll.

Your knowledge of local customs makes you an excellent ambassador. The first time you meet a leader or local figure, you have advantage on any Charisma checks you make.





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